

# Parallel Accelerators

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CTU/FEL

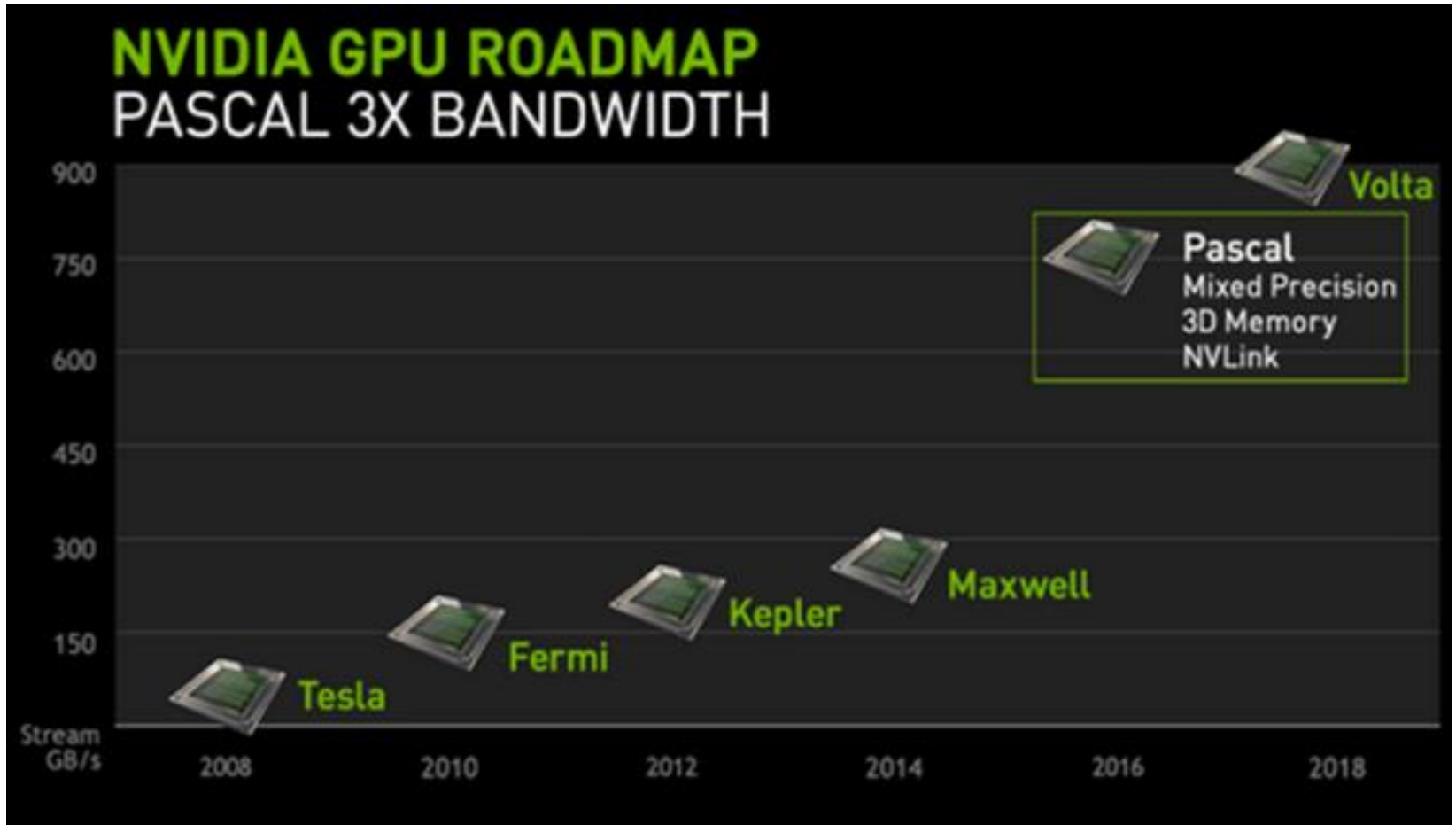
# Topic Overview

- Graphical Processing Units (GPU) and CUDA
- Vector addition on CUDA
- Intel Xeon Phi
- Matrix equations on Xeon Phi

# Graphical Processing Units



# GPU – Nvidia - Roadmap



# GPU - Use

- GPU is especially well-suited to address problems that can be expressed as **data-parallel computations**.
- The same program is executed on many data elements in parallel - with high **arithmetic intensity**.
- Applications that process **large data sets** can use a data-parallel programming model to speed up the computations (3D rendering, image processing, video encoding, ...)
- Many algorithms **outside the field of image rendering and processing** are accelerated by data-parallel processing too (machine learning, general signal processing, physics simulation, finance, ...).

# GPU - Overview

- CPU code runs on the **host**, GPU code runs on the **device**.
- A **kernel** consists of multiple threads.
- Threads execute in 32-thread groups called **warps**.
- Threads are grouped into **blocks**.
- A collection of blocks is called a **grid**.

# GPU - Hardware Organization Overview

- GPU chip consists of one or more streaming **multiprocessors (SM)**.
- A multiprocessor consists of 1 (CC 1.x), 2 (CC 2.x), or 4 (CC 3.x, 5.x, 6.x) **warp schedulers**. (CC = CUDA Capability)
- Each warp scheduler can issue to two **dispatch units** (CC 5 and 6).
- A multiprocessor consists of 8 to 192 **CUDA cores**.
- A multiprocessor consists of **functional units** of several types.

# Streaming Multiprocessor (SM) - Pascal





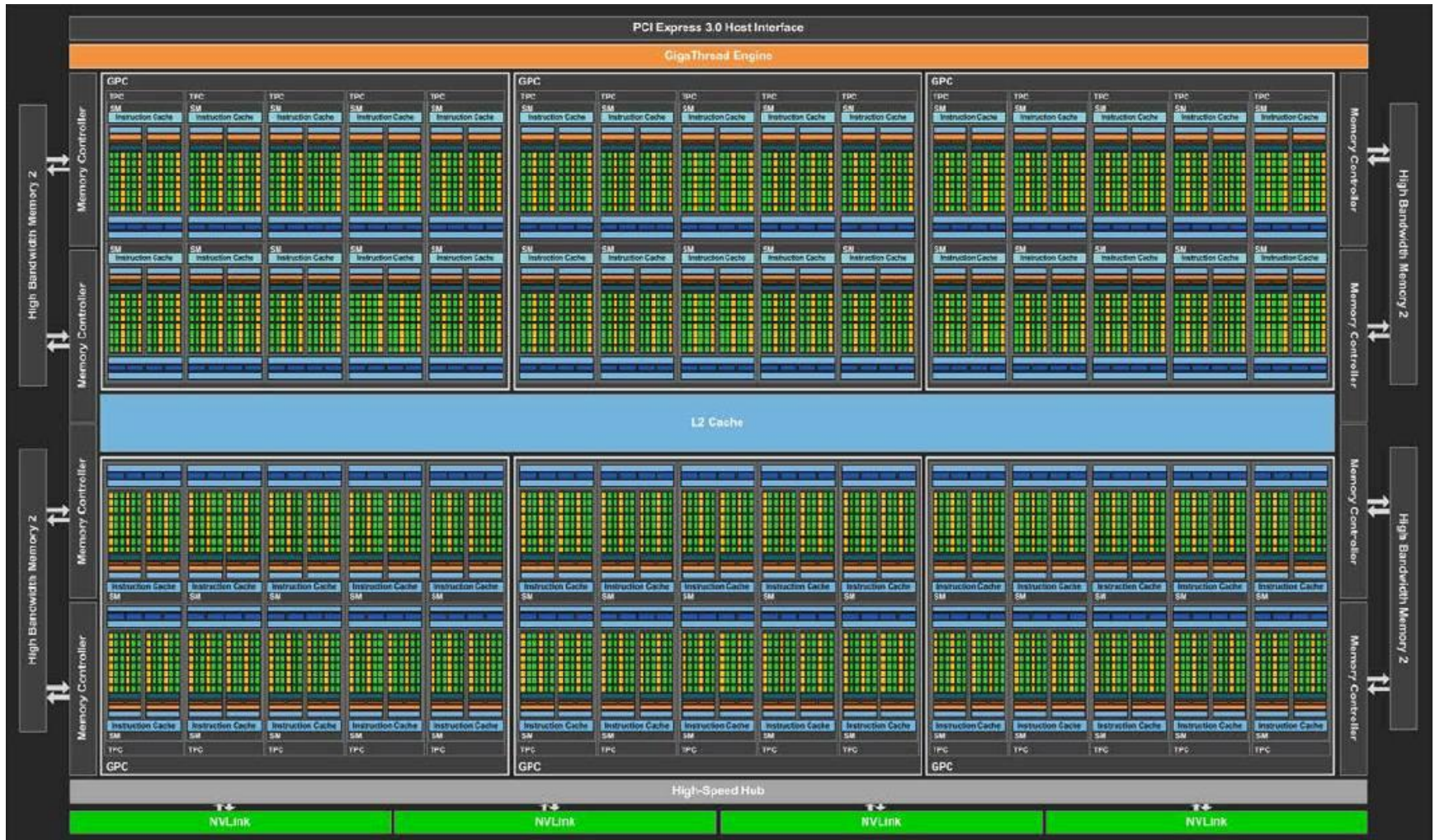
# GPU - Functional Units

- **Core (CUDA Core)** - functional unit that executes most types of instructions, including most integer and single precision floating point instructions.
- **SFU (Special Functional Unit)** - executes reciprocal and transcendental instructions such as sine, cosine, and reciprocal square root.
- **DP (Double Precision)** - executes double-precision floating point instructions.
- **LD/ST (Load/Store Unit)** – handles load and store instructions.

# Streaming Multiprocessor (SM) - Pascal

- Device memory hosts a 32- or 64-bit **global address space**.
- Each MP has a set of temporary **registers** split amongst threads.
- Instructions can access high-speed **shared memory**.
- Instructions can access a cache-backed **constant space**.
- Instructions can access **local memory**.
- Instructions can access **global space**. (very slow in general)

# GPU Architecture - Pascal



# GPU Architectures

GPU Architecture	Fermi	Kepler	Maxwell	Pascal
GPU Process	40nm	28nm	28nm	16nm
Maximum Transistors	3.0 Billion	7.0 Billion	8.0 Billion	15.3 Billion
Stream Processors Per Compute Unit	32	192	128	64
Maximum CUDA Cores	512	2880	3072	3840
FP32 Compute (Tesla) [TFLOPs]	1.33	5.10	6.10	12
FP64 Compute (Tesla) [TFLOPs]	0.66	1.43	0.20	6
Maximum VRAM	1.5 GB GDDR5	6 GB GDDR5	12 GB GDDR5	16 / 32 GB HBM2
Maximum Bandwidth	192 GB/s	336 GB/s	336 GB/s	720 GB/s - 1 TB/s
Maximum TDP	244W	250W	250W	300W

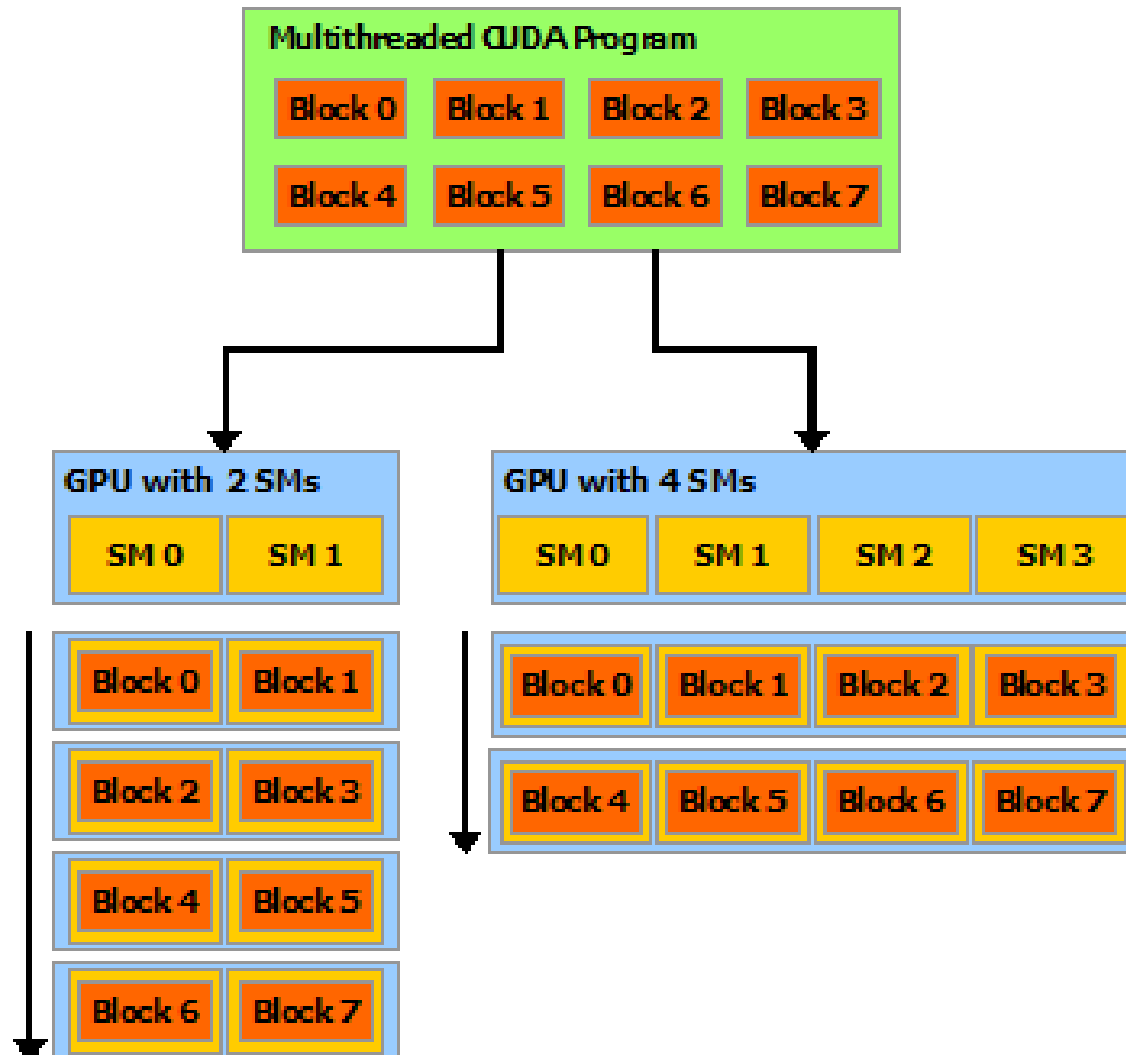
# Single-Instruction, Multiple-Thread

- SIMT is an execution model where single instruction, multiple data (**SIMD**) **is combined with multithreading**.
- The SM creates, manages, schedules, and executes threads in groups of 32 parallel threads called **warps**.
- A warp start together at the same program address, but they have their **own instruction address counter** and **register state** and are therefore **free to branch** and **execute independently**.

# CUDA

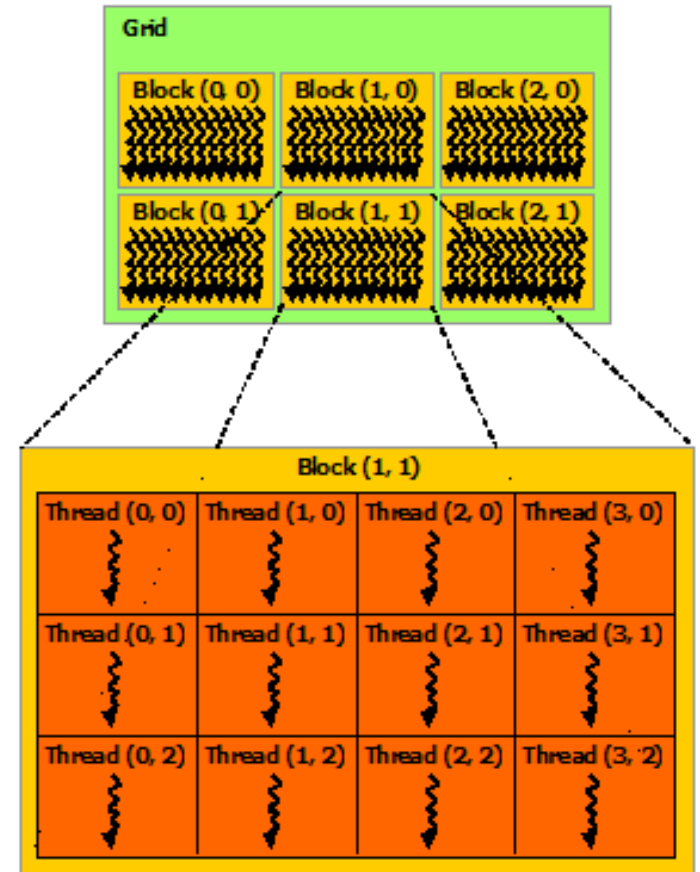
- The NVIDIA GPU architecture is built around a **scalable** array of multithreaded Streaming Multiprocessors (SMs).
- CUDA (Compute Unified Device Architecture) provides a way how a CUDA **program can be executed on any number of SMs.**
- A multithreaded program is partitioned into **blocks** of threads that execute independently from each other.
- A GPU with more multiprocessors will automatically execute the program in less time than a GPU with fewer multiprocessors.

# CUDA



# Grid/Block/Thread

- threads can be identified using a 1-D, 2-D, or 3-D thread index, forming a 1-D, 2-D, or 3-D block of threads, called a **thread block**.
- Blocks are organized into a 1-D, 2-D, or 3-D **grid** of **thread blocks**.



2-D grid with 2-D thread blocks



# Kernel

- CUDA C extends C by allowing the programmer to define C functions, called **kernels**.

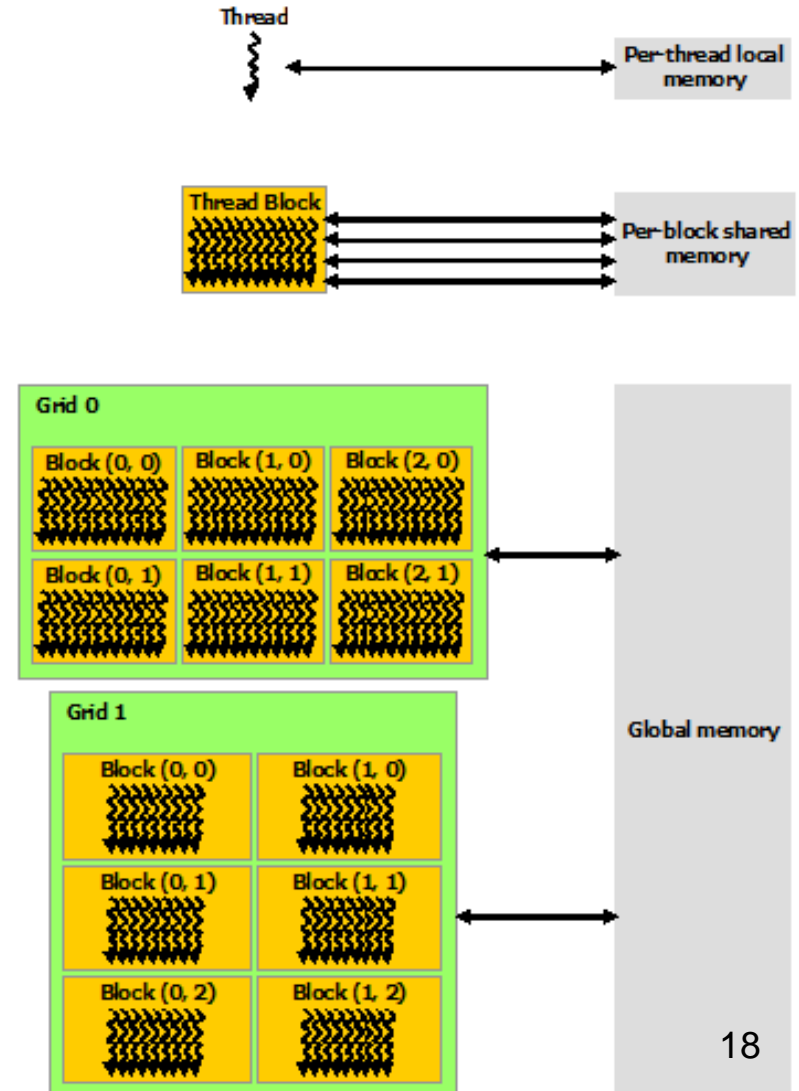
```
// Kernel definition
__global__ void VecAdd(float* A, float* B, float* C)
{
    int i = threadIdx.x;
    C[i] = A[i] + B[i];
}

int main()
{ ...
    // Kernel invocation with N threads inside 1 thread block
    VecAdd<<<1, N>>>(A, B, C);
}
```

- *threadIdx* is a 3-component vector, so that threads can be identified using a 1-D, 2-D, or 3-D **thread index**.

# Memory Hierarchy

- Each thread has private set of **registers** and **local memory**.
- Each thread block has **shared memory** visible to all threads of the block.
- All threads have access to the same **global memory**.
- There are also two additional read-only memory spaces accessible by all threads (**constant** and **texture memory**).



# GPU Programming - Example

- Element by element vector addition

[1] NVIDIA Corporation, *CUDA Toolkit Documentation v9.0.176*, 2017.

# Element by element vector addition

```
/* Host main routine */
int main(void)
{
    int numElements = 50000;
    size_t size = numElements * sizeof(float);

    // Allocate the host input vectors A and B and output vector C
    float *h_A = (float *)malloc(size);
    float *h_B = (float *)malloc(size);
    float *h_C = (float *)malloc(size);

    // Initialize the host input vectors
    for (int i = 0; i < numElements; ++i)
    {
        h_A[i] = rand() / (float)RAND_MAX;
        h_B[i] = rand() / (float)RAND_MAX;
    }
}
```

# Element by element vector addition

```
// Allocate the device input vectors A and B and output vector C
float *d_A = NULL;
cudaMalloc((void **)&d_A, size);
float *d_B = NULL;
cudaMalloc((void **)&d_B, size);
float *d_C = NULL;
cudaMalloc((void **)&d_C, size);
```

```
// Copy the host input vectors A and B in host memory to the device
// input vectors in device memory
cudaMemcpy(d_A, h_A, size, cudaMemcpyHostToDevice);
cudaMemcpy(d_B, h_B, size, cudaMemcpyHostToDevice);
```

# Element by element vector addition

```
// Launch the Vector Add CUDA Kernel
int threadsPerBlock = 256;
int blocksPerGrid = (numElements + threadsPerBlock - 1) / threadsPerBlock;

vectorAdd<<<blocksPerGrid, threadsPerBlock>>>(d_A, d_B, d_C, numElements);

// Copy the device result vector in device memory to the host result vector
// in host memory.
cudaMemcpy(h_C, d_C, size, cudaMemcpyDeviceToHost);
```

# Element by element vector addition

```
// Free device global memory
err = cudaFree(d_A);
err = cudaFree(d_B);
err = cudaFree(d_C);

// Free host memory
free(h_A);
free(h_B);
free(h_C);

return 0;
}
```

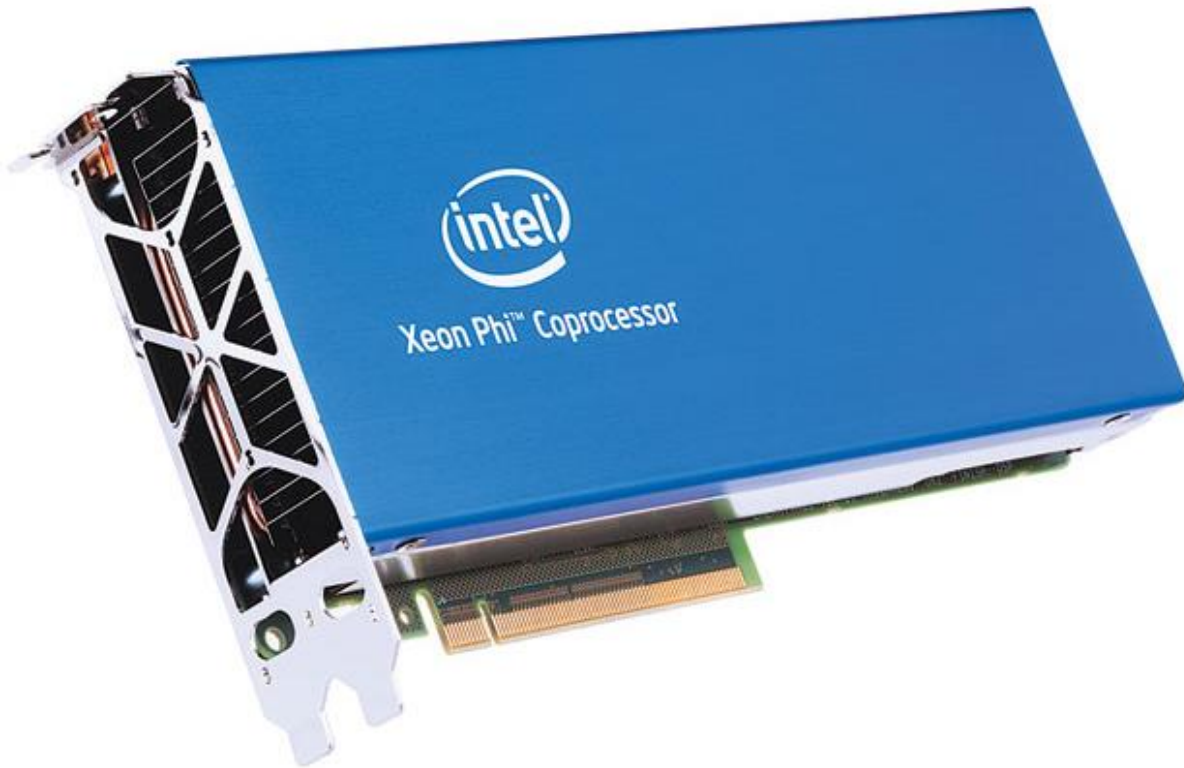
# Element by element vector addition

```
/**
 * CUDA Kernel Device code
 *
 * Computes the vector addition of A and B into C. The 3 vectors have the same
 * number of elements numElements.
 */
__global__ void vectorAdd(float *A, float *B, float *C, int numElements)
{
    int i = blockDim.x * blockIdx.x + threadIdx.x;

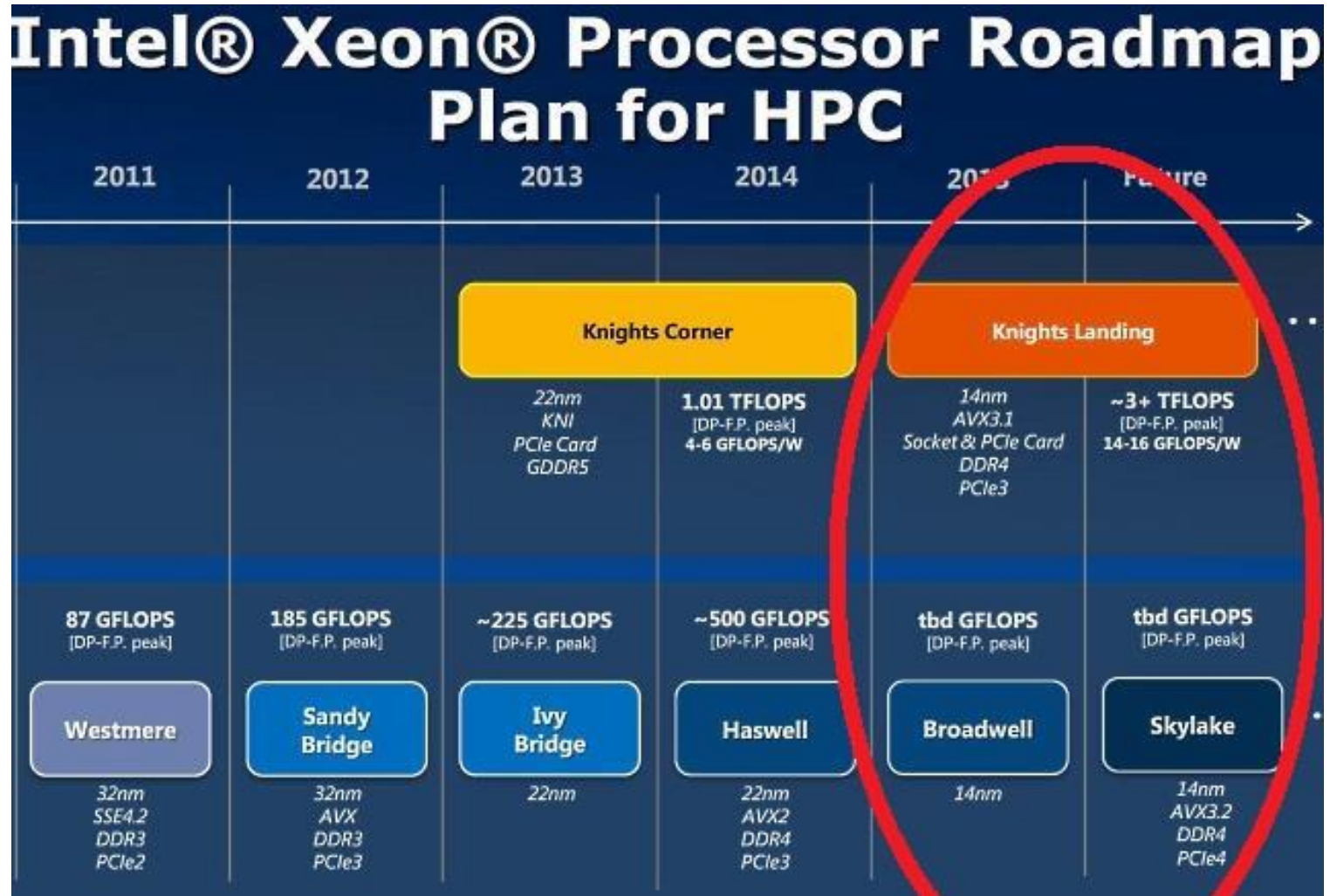
    if (i < numElements)
    {
        C[i] = A[i] + B[i];
    }
}
```



# Intel Xeon Phi



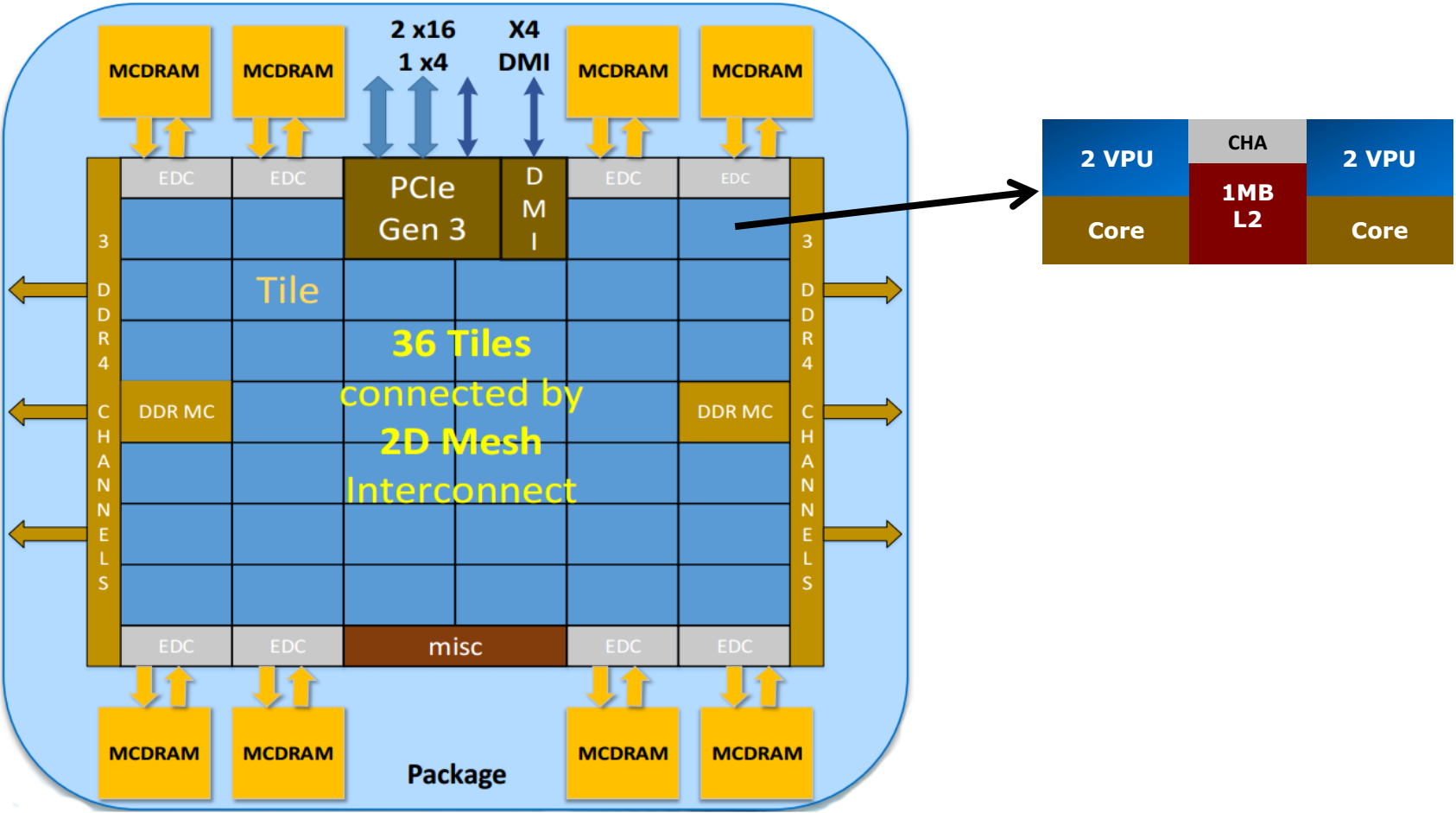
# Intel Xeon Phi



# Intel Xeon Phi

- Intel Xeon Phi coprocessors are designed to **extend the reach** of applications that have demonstrated the ability to fully utilize the scaling capabilities of **Intel Xeon processor-based systems**.
- Code compiled for Xeon processors can be run on an Xeon Phi (Knights Landing).
- For successful parallelization it requires a program with **lots of threads** and operations with **vectors**.

# Knights Landing Architecture



# Knights Landing Architecture

- The chip is constituted by **36 tiles** interconnected by 2D mesh.
- The tile has **two Cores** (Atom Silvermont architecture), **two vector processing units (VPU)** and **1M L2 cache**.
- A tile can execute concurrently 4 threads.
- The tiles are interconnected a **cache-coherent 2D mesh**; which provides a higher bandwidth and lower latency compare to the 1D ring interconnect on Knights corner.
- The mesh enforces **XY routing** rule.

# Knights Landing Architecture

- Xeon Phi has 2 types of memory: (i) **MCDRAM** (Multi-channel DRAM) and (ii) **DDR**.
- MCDRAM is a **high-bandwidth memory** integrated on the package. There are 8 of them 2 GB each.
- MCDRAM can be configured at boot time into one of **three modes**:
  - Cache mode – MCDRAM is a cache for DDR,
  - Flat mode – MCDRAM is a standard memory in the same address space as DDR,
  - Hybrid – a combination
- DDR is a **high-capacity memory** which is external to the Knight Landing package.

# Vectorization

- Each tile has **two VPU**s (Vector Processing Unit).
- It is the heart of computation. It processes all floating point computations using SSE, AVX, AVX2, ..., **AVX-512**.
- Thus each tile can **execute two 512-bit vector multiple-add instructions per cycle**, i.e. compute 32 double precision resp. 64 single precision floating point operation in each cycle.

# Knights Corner vs. Knights Landing

Product Name	<a href="#">Intel® Xeon Phi™ Coprocessor 7120X (16GB, 1.238 GHz, 61 core)</a>	<a href="#">Intel® Xeon Phi™ Processor 7290F (16GB, 1.50 GHz, 72 core)</a>
Code Name	<a href="#">Knights Corner</a>	<a href="#">Knights Landing</a>
Lithography	22 nm	14 nm
Recommended Customer Price	N/A	\$6401.00
# of Cores	61	72
Processor Base Frequency	1.24 GHz	1.50 GHz
Cache	30.5 MB L2	36 MB L2
TDP	300 W	260 W
Max Memory Size (dependent on memory type)	16 GB	384 GB
Max Memory Bandwidth	352 GB/s	490 GB/s



# Offloading

- Choose **highly-parallel sections** of code to run on the coprocessor. Serial code offloaded to the coprocessor will run much slower than on the CPU.

```
int x, y[100];
void f()
{
    x = 55;
    // x sent from CPU, y computed on coprocessor
    ...
#pragma offload target(mic:0) in(x) nocopy(y)
{ y[50] = 66; }
...
#pragma offload target(mic:0) nocopy(x,y)
{ // x and y retain previous values }
}
```

# Xeon Phi Programming - Demo

- Simple matrix equation.

[2] James Jeffers and James Reinders, *Intel Xeon Phi Coprocessor High-Performance Programming*, Morgan Kaufmann, 2013.

# References

- [1] David M. Koppelman, *GPU Microarchitecture – Lecture notes*, Louisiana State University, 2017.
- [2] James Jeffers and James Reinders, *Intel Xeon Phi Coprocessor High-Performance Programming*, Morgan Kaufmann, 2013.
- [3] NVIDIA, *CUDA Toolkit Documentation v8.0*, 2016.  
(<http://docs.nvidia.com/cuda/index.html>)
- [4] Avinash Sodani, *Knights Landing (KNL): 2nd Generation Intel® Xeon Phi™ Processor*, Intel, 2016. ()
- [5] James Jeffers and James Reinders and Avinash Sodani, *Intel Xeon Phi Processor High Performance Programming*, 2nd Edition, Morgan Kaufmann, 2016.